SNSP-AWDP-UKV

WEAPONLORD™

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

INSTRUCTION BOOKLET

ocean
namco

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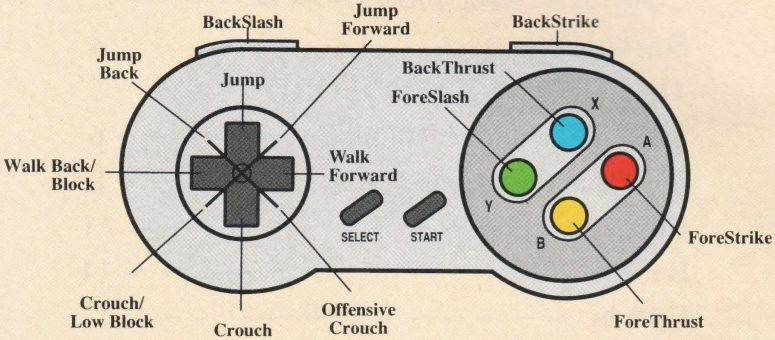
CONTROLS & BASIC MOVES



Note: Controls assume player is facing right. If player is facing left, reverse left and right commands.

FOREHAND

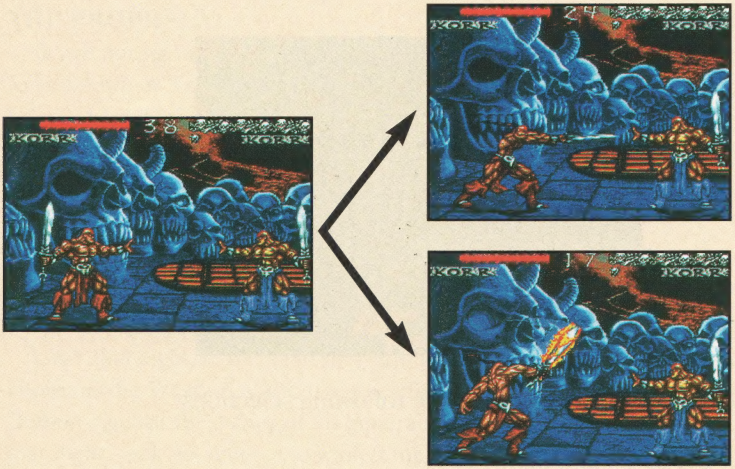
ForeSlash: A forehand swing that is fast but does less damage.
ForeThrust: A forehand swing that is medium speed and does medium damage.
ForeStrike: A forehand swing that is slow but does more damage.

BACKHAND

BackSlash: A backhand swing that is fast but does less damage.
BackThrust: A backhand swing that is medium speed and does medium damage.
BackStrike: A backhand swing that is slow but does more damage.

CONTROLS & BASIC MOVES

TIP: To activate any swing, you must *press and release* the button.
A swing will not be activated until you release the button.



TIP: When you press and hold down a button, you may have two options. You can either release the button to do a regular swing, or do a controller motion to start a special technique.

Note: Skip to page 32 for more advanced tips on the weapon-to-weapon fighting system!

STARTING UP

1) Insert your WEAPONLORD Game Pak into your Super NES and turn the power on.

2) When the title screen appears, press Start.

3) Choose from one of the following selections:

STORY MODE
ARCADE MODE
VS MODE
OPTIONS

4) For a quick start, we suggest you choose the ARCADE MODE. In ARCADE MODE you can either play against the computer or a second player, just like an arcade fighting game.

5) For more details on the different selections, see the MODES AND OPTIONS section of the manual on page 8.

THE STORY OF WEAPONLORD

In an age of conquerors, the empire of the DemonLord Raith arises. Destroying all enemies in direct one-on-one combat, the Demon strengthens his grip on the empire. Ruling the land by a strict and merciless Warrior's Code, the DemonLord reigns supreme for decades....

THE PROPHECY...

It was during his time of conquest that the Demon heard what came to be known as The Prophecy. He encountered a blind seer of the future, a prophet. The old man gripped his arm and foresaw:

"When the night turns violent and the moon bleeds, gripped by the skeletal fingers of death...a child shall be born under the Warrior's Moon. When this child survives the challenge of adolescence, it will rise to face the Demon in combat...and the Lord of Demons will fall by the hand of the WEAPONLORD...."

THE WEAPONLORD....

Later that night, in the heart of a strange but spectacular lunar eclipse known as the Warrior's Moon, a powerful force was unleashed. The Demon, against the advice of his generals to kill all the children born that night, took no action and waited for this WeaponLord to come. For the DemonLord Raith was a true warrior; even evil can have honour.

Two-and-a-half decades have passed; the time has come as the DemonLord prepares to meet his destiny. Not afraid to face his foreseen doom, the Demon plans a grand tournament of champions. Spreading word of unheard-of fortunes across many lands, he lures the world's greatest gladiators to the tournament. One of the top contestants should be the WeaponLord – a simple but solid plan to force a final confrontation...

The Demon's plan works well, perhaps too well. Out of hundreds of contestants, six fighters born under The Warrior's Moon have risen to the top of the tournament, each entering for different reasons, each a magnificent fighter, and all unknowingly on a collision course with destiny....

By mastering one of the six characters, only you can fulfill The Prophecy and become THE WEAPONLORD!

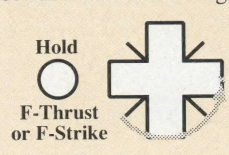
SPECIAL TECHNIQUE TRAINING

In addition to the basic moves, every character is equipped with up to ten special techniques. These moves require more than a simple button press. There are two types of special techniques: Hold-Down and Instant-Motion moves.

HOLD-DOWN MOVES

A Hold-Down Move requires you to hold down the button and then do a controller motion.

For example, to do Korr's Tarok Strike, you hold down the ForeThrust or ForeStrike button, then do a semi-circle from Down-Back to Forward. Here is a diagram of this move:

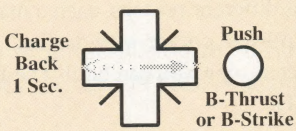


TIP: Once you press and hold down a button, hold down the button indefinitely until you do the special technique.

TIP: Not all special techniques are described in this manual. Experiment with new motions to find extra moves!

CHARGE MOVES

A Charge Move involves holding the controller in one direction for approximately one second, then pressing the controller in the opposite direction to unleash the move. You may be required to hold down a button before or during the move, or push a button after the move. For example, to do Zorn's Hell Grinder, you Charge Back for one second, then push Toward and hit B-Thrust or B-Strike. Here is a diagram of this move:



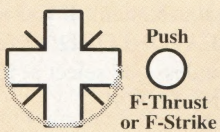
SPECIAL TECHNIQUE TRAINING

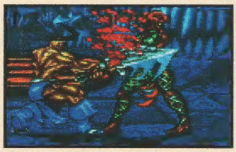
NOTE: All diagrams assume your character is facing right. If your character is facing left, you must reverse left and right commands.

INSTANT-MOTION MOVES

An Instant-Motion Move requires you to do a controller motion and then *immediately* press a button.

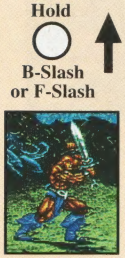
For example, to do Korr's Gut Slash, do a half-circle motion from Back to Forward and immediately hit ForeThrust or ForeStrike. Here is a diagram of this move:



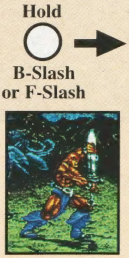


THRUST BLOCKS

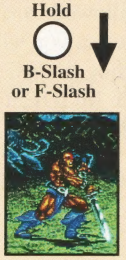
Every character has unique special techniques, but one special move that *all* characters can do is the Thrust Block. While the normal block is a safe and easy way to block, it is not your most effective defensive move – and it may not stop all attacks! A Thrust Block is an offensive block which can get you out of trouble and turn the tide of the fight. There are four different Thrust Blocks, shown below.



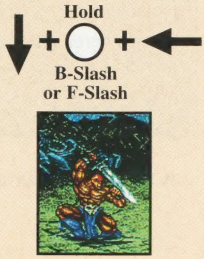
Standing High Thrust Block



Standing Mid Thrust Block



Standing Low Thrust Block



Crouching High Thrust Block

MODES AND OPTIONS

When you begin WeaponLord, you can view the introduction, hold down any button to speed up the text, or press Start to skip to the title screen. At the title screen choose from the following options:

STORY MODE ARCADE MODE VS MODE OPTIONS

STORY MODE

In the one-player STORY MODE, you must pick one character and stick with that hero from beginning to end. You will battle in the DemonLord's tournament and learn more about your character's history and motives. You will receive four continue opportunities if you lose at any time during the tournament. If you manage to defeat the Demon and become the WEAPONLORD, be forewarned that you will not see a complete ending unless you select at least the Barbarian difficulty setting in the OPTIONS MODE.

- HOLD DOWN ANY BUTTON TO SPEED UP STORY TEXT/SCREENS
- PRESS START TO BYPASS STORY TEXT/SCREENS

ARCADE MODE

This mode plays just like any arcade fighting game. In a one-player game you will fight your way through the tournament. You are allowed to switch characters; however, you will not see a complete ending in this mode. Play the STORY MODE if you want a full ending!

A second player can join in the action any time.

MODES AND OPTIONS

VERSUS MODE

VERSUS MODE is the best option to choose for a two or more player competition. A screen will appear with slots for up to eight players. Enter each player's initials next to their appropriate slot.

- MOVE LEFT AND RIGHT TO CYCLE THROUGH THE LETTERS
- HIT B TO ENTER THE LETTERS
- HIT A TO GO FORWARD A SPACE
- HIT X TO GO BACK A SPACE
- MOVE UP AND DOWN TO CHANGE BETWEEN PLAYERS

Once every player's initials are entered, scroll down and choose between the following options:

SINGLE GAME MATCH

In the SINGLE GAME mode, two players will fight a normal game. The winner stays to challenge the next opponent, the loser rotates out. The computer will announce whose turn it is by displaying their initials.

In the MATCH mode, you select either a 2 out of 3, 3 out of 5, or 4 out of 7 series. This is an extended version of the normal SINGLE GAME. Again, the computer will keep track of whose turn it is to challenge the defending barbarian champion!

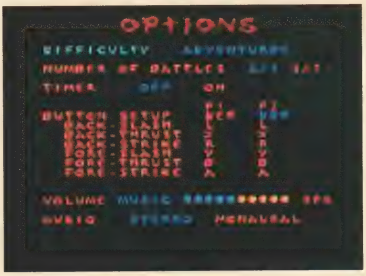
The computer will also keep track of wins and losses on this Stats screen.

NOTE: Once you have picked your stage, hold down SELECT and then press START if you wish to change your Handicap or Key Setup.

MODES AND OPTIONS CONT.

OPTIONS MODE

The OPTIONS MODE enables players to globally change many important settings in WEAPONLORD. The main options are:



DIFFICULTY
TIMER
STEREO/MONO
KEY SETUP
PASSWORD

To adjust any setting in the Options mode, move the cursor to highlight it, then press the A and B Buttons.

DIFFICULTY: There are four difficulty settings. From easiest to hardest they are Adventurer, Warrior, Barbarian, and WarLord. Remember, you must play at the Barbarian setting in the Story mode to see a complete ending!

TIMER: You can turn the timer either on or off.

STEREO/MONO: Change this according to your speaker set-up.

VOLUME: Use this option to choose either louder music or louder sound effects.

KEY SETUP: This enables you to reassign any of the buttons for the swings. The default settings are:

BackSlash: L	ForeSlash: Y
BackThrust: X	ForeThrust: B
BackStrike: R	ForeStrike: A

PASSWORD: As you progress in WEAPONLORD, you will receive passwords. If you have one, enter it here!

KORR

KORR
Barbarian Master Warrior

VITAL STATISTICS

Height: 19 Hands High (6' 3")
Weight: 20.5 Stones (288 lbs.)
Age: 25
Weapon: Broad Sword

STORY

Born under the Warrior's Moon, Korr is the most gifted swordsman to emerge from the Tarok tribe in generations. An incomparable physical specimen, Korr can defeat four of his mates with just a dagger. Using his devastating Broad Sword and refined weapon techniques, Korr can lock blades with the best fighters who have ever walked the planet!

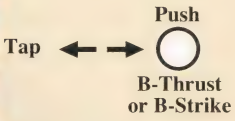
So adept is Korr that he was named Master Warrior, a title not bestowed on any other Tarok for two decades... except for one other, Korr's twin brother Käng. Korr's (not identical) twin has been missing for many years, no one knows if he's even alive. Korr still hopes one day to hear word of his brother Käng....

Korr is aggressive, but honorable and rarely uses any techniques that could be considered underhanded. Since he met the DemonLord, he is on a personal mission to complete his training and prove his worth once and for all by deposing this dictator of the combat circuits.

KORR'S SPECIAL MOVES

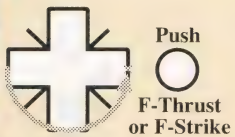
Double Flame Strike
Hold BackThrust or BackStrike, Motion Down, Down-Toward, Toward, Down.

Power Kick
Tap Back, Toward, Push BackThrust or BackStrike.



Firestorm
Hold ForeThrust or ForeStrike, Motion Up, Up-Toward, Down.

Gut-Slash
Motion Back, Down-Back, Down, Down-Toward, Toward, Push ForeThrust or ForeStrike.

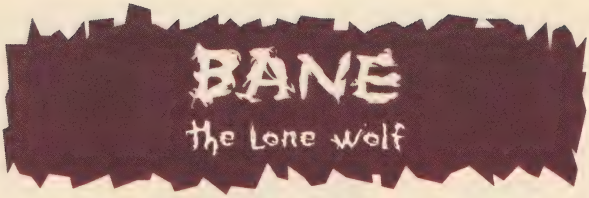


Tarok Strike
Hold ForeThrust or ForeStrike, Motion Down-Back, Down, Down-Toward, Toward.

Other Special Moves:

Heart Strike	Power Push	Elbow Smash
Knee-Tarok	360º Flame Strike	Power Deflect

BANE



VITAL STATISTICS

Height: 20 Hands High (6' 8")
Weight: 28 Stones (397 lbs.)
Age: 25
Weapons: Rock Warhammer, Bone Hook

STORY

Bane is simply the most bestial, vicious, aggressive warrior in the tournament, a real dark horse who has the raw power to rip other fighters apart limb from limb. It is rumored he killed a fearsome sabretooth wolf once with his bare hands, and now his face is shrouded by a wolf's mask.

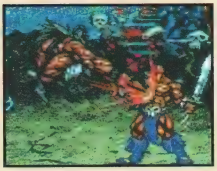
Bane's weapon of choice is a giant Warhammer made from stone. This crushing weapon is two feet in length with a 150-pound head. Bane's skill and agility with this warhammer belie his massive size, and his weapon technique is almost without equal.

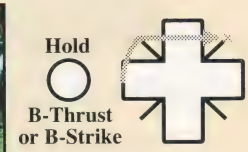
Bane is a total powerhouse, and he fights with a nonstop fervour. In addition to his Warhammer which can break skulls, Bane wields a Bone Hook for ripping techniques.

Currently Bane is stuck on a cursed mountain pass, forced to stand guard against his will. He must be patient, for if he defeats the next fool to stumble onto the pass, they will be forced to take Bane's place.

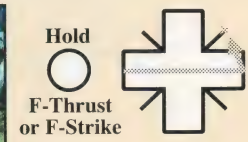
BANE'S SPECIAL MOVES

Skull Crusher
Hold BackThrust or BackStrike, Motion Back, Up-Back, Up-Forward.



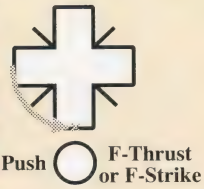


Berserker
Hold ForeThrust or ForeStrike, Motion Back, Toward, Up-Toward.



Hammer Blast
Hold ForeThrust or ForeStrike, Motion Up, Back, Down.

Power Hammer
Motion Back, Down-Back, Down, Push ForeThrust or ForeStrike.



Cursed Kick
Hold ForeThrust or ForeStrike, Motion Down-Forward, Down-Back, Forward.

Other Special Moves:

Iron Fist	Curse Slam	The Mutilator
Head Rocker	Fang Gutter	

DIVADA

DIVADA

Mistress of Death

VITAL STATISTICS

Height: 18 Hands High (6')
Weight: 15 Stones (210 lbs.)
Age: 25
Weapons: Twin-Bladed Staff

STORY

Divada is a dark and mysterious warrior/sorceress who combines the black magic of her spells with the cold steel of her Twin-Bladed Staff. She is cool, calculating, intelligent, alluring, and lethal – a well-rounded fighter, never to be underestimated.

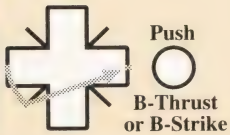
Divada's sorcerery is one of her greatest weapons. She lives in a gigantic, ominous fortress atop a high hill, secluded from the rest of civilisation. Few know much about this stronghold of magic, but incredible pyrotechnic displays often light the skies above the castle. Some say this is the sign of Divada's power; others say it is a mark of the wealth and riches hidden in the castle.

Divada has already made her mark on the tournament. Many of her foes journeyed to her great castle thinking she would be an easy conquest, but Divada's surprising ferocity and cunning turned her foes into little more than husks of corpses. Few know her motives and desires, but some say that if her power was unleashed, she would be a more fearsome ruler than even the DemonLord himself.

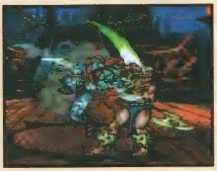
DIVADA'S SPECIAL MOVES

Ground Blast
Hold BackThrust or BackStrike, Motion Up-Back, Back, Down.

Soul Drill
Back, Down-Back, Toward, Push BackThrust or BackStrike.

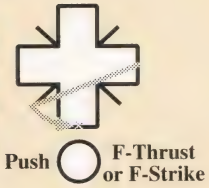


Power Flip
Hold BackThrust or BackStrike, Motion Up, Up-Toward, Down.



Psycho Blades
Hold ForeThrust or ForeStrike, Motion Up, Up-Toward, Back.

Death Whirl
Motion Toward, Down-Back, Down, Push ForeThrust or ForeStrike.



Other Special Moves:

Orb of Souls
Hell Deflect
Heel Kick
Soul Displacer

TALAZIA

TALAZIA
the Bird of Prey

VITAL STATISTICS

Height: 17.5 Hands High (5' 10")
Weight: 11.5 Stones (163 lbs.)
Age: 25
Weapons: Claw Shield and Talon Blade

STORY

The lithe, beautiful and deadly Talazia has the presence and mannerisms of a falcon. She has the primal instincts of a great avian hunter, and she swoops onto her foes and rips them without mercy.

Talazia has a penchant for being a loner. She often climbs to the tops of the tallest trees and stares longingly into the sky. Somehow she knows a part of her existence has been stolen.

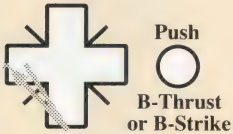
Talazia trained among the best of her tribe, and to the surprise of many of the leaders, she has become the most talented and vicious fighter the tribe has ever seen. It must be the true spirit in her blood, unforgiving and unrelentless.

Talazia's unorthodox fighting style matches her free spirit. She wields a Claw Shield used for blocking and shredding and a Talon Blade flying disk which can extend to attack opponents or be used as a projectile.

TALAZIA'S SPECIAL MOVES

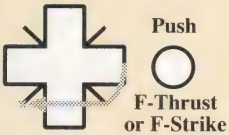
Air Tear
Hold BackThrust or BackStrike, Motion, Up, Up-Toward, Toward.

Talon Blade
Motion Back, Down, Back, Push BackThrust or BackStrike.



Rip Claw
Hold ForeThrust or ForeStrike, Motion Back, Down-Back, Down, Down-Toward.

Shadow Deflect
Motion Toward, Down-Toward, Down-Back, Push ForeThrust or ForeStrike.



Other Special Moves:

Prey Launch
Phoenix Strike
Falcon Strike
Double Talon Strike
Reverse Claw
Air Frenzy

ZORN

VITAL STATISTICS

Height: 18.5 Hands High (6' 2")
Weight: 16 Stones (225 lbs.)
Age: 25
Weapons: Ivory Axe and Skull Shield

STORY

Zorn is a "jack-of-all-trades" to his comrades...a "thief" to his accusers. But this can never be proven of course, because he's too good at his work. Zorn has dabbled in magic and is a strong fighter.

Zorn loves to live the high life. He collects the finest weapons and armaments and values wealth above all else... except maybe alluring women. He thinks he is the baddest ass around and will go to any length to prove his boasts. Maybe that's his only weakness, he's so damn cocky.

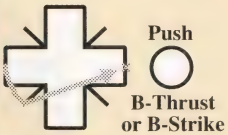
Recently Zorn acquired a particularly fine set of weapons. He got an Ivory Axe so sharp it could split the hair on a pit beast's back and a Bone Shield. Though others have told Zorn it looks like a hideous orc's skull, Zorn is convinced the shield is incredibly powerful.

Zorn is generally a defensive fighter, but his huge ego compels him to find ways to win. His crowd-pleasing tactics and natural abilities have earned him a slot as one of the DemonLord's arena masters, second in status only to Jen-Tai.

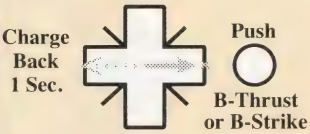
ZORN'S SPECIAL MOVES

Scream Shield
Hold BackThrust or BackStrike, Motion Toward, Up, Toward.

Ancient Axe
Motion Back, Down-Back, Toward, Push BackThrust or BackStrike.

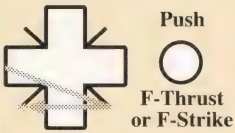


Hell Grinder
Charge any Back position 1 second, Toward, Push BackThrust or BackStrike.



Hell Fire
Hold ForeThrust or ForeStrike, Motion Down, Down-Toward, Up.

Axe Trip
Motion Back, Down-Toward, Down-Back, Push ForeThrust or ForeStrike.



Other Special Moves:

Shield Crack
Corpse Striker
Demon Axe
Roll
Axe Lift

JEN-TAI

JEN-TAI
the War Queen

VITAL STATISTICS

Height: 20.5 Hands High (6' 10")
Weight: 19 Stones (265 lbs.)
Age: 25
Weapons: Falchon and Spiked Shield

STORY

Out of all the arena masters, Jen-Tai is said to be the DemonLord's most favoured. She is the tallest, strongest, most imposing warrior ever to enter the battle circuit. She participates in the tournament as the final challenge contestants must face before they reach the great DemonLord himself!

Jen-Tai started her career as a mercenary, selling her Sword to whoever could afford it. She was a soldier of fortune, conquering her enemies and achieving the glory due her.

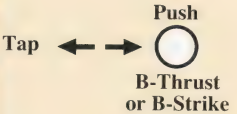
Eventually Jen-Tai's path led her to the great arena fighting circuit. Jen-Tai decided to retire from her career as a mercenary and join the arenas for the sake of her love for swordplay.

Noble and proud, Jen-Tai values honour above all else. She has no desire for violence or killing; the thrill of combat and bettering herself is all she lives for. She usually does not kill her opponents, instead sparing their lives so that they may learn lessons from her and return to challenge her again.

JEN-TAI'S SPECIAL MOVES

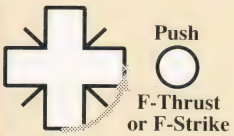
Shield Smash
Hold BackThrust or BackStrike, Motion Down, Down-Toward, Toward.

Reverse Kick
Tap Back, Toward, Push BackThrust or BackStrike.



Death Blade
Hold ForeThrust or ForeStrike, Motion Toward, Down-Toward, Down, Toward.

Leg Breaker
Motion Down, Down-Toward, Toward, Push ForeThrust or ForeStrike.



Back Blade Strike
Hold ForeThrust or ForeStrike, Motion Toward, Back, Back-Down, Down, Down-Toward.

Other Special Moves: Aura Strike, Back Hand Blast, Shield Spike, Ram Toss

ZARAK

ZARAK
the DemonLord

VITAL STATISTICS

Height: 21 Hands High (7' 1")
Weight: 31 Stones (435 lbs.)
Age: 25
Weapon: Guillotine (staff/axe/spear weapon)

STORY

Zarak is a consummate warlord, maybe even more ruthless than any who came before him. He rules his extensive empire with an iron fist, but unlike other warlords he takes a personal interest in his conquests. He defeats all challengers in one-on-one combat!

From the repulsive living spider helmet which protects and aids him in battle to the evil demon's glint of his eyes, The DemonLord provokes fear in all but the most stalwart, experienced fighters. But most awe-inspiring of all is his legendary weapon, Guillotine. Zarak's own creation, this unique combination of staff, axe, and spear has been used without mercy to execute all manner of men, creatures, beasts...even other demons.

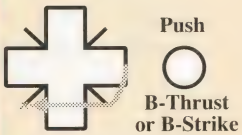
Zarak's fighting style is possibly the most diverse of all the contestants. There is not a single tactic, technique or manoeuvre the DemonLord will exclude from his arsenal. He often switches between aggressive and defensive stances to keep his opponents off-guard.

Knowing that the Prophecy is at hand (see page 5), Zarak is holding the great tournament to find the WeaponLord for a final confrontation. Zarak is convinced that with his demon's powers and awesome fighting skills he has the ability to change destiny...maybe he is right.

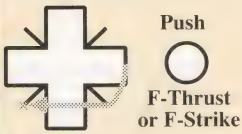
ZARAK'S SPECIAL MOVES

Chaos
Hold BackThrust or BackStrike, Motion Toward, Up, Up-Toward.

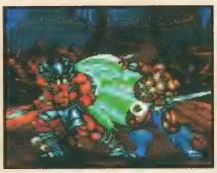
Inferno
Motion Toward, Down-Toward, Down-Back, Push BackThrust or BackStrike.

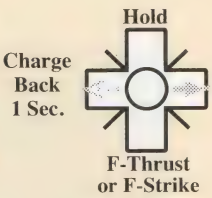


Web Rip
Motion Toward, Down-Toward, Down-Back, Push ForeThrust or ForeStrike.



Web Slap
Charge any Back position 1 second, Hold ForeThrust or ForeStrike, Toward.





Other Special Moves:

Warp Spider
Guillotine Strike
Power Slice
Widow Grip
Power Vault

ADVANCED TRAINING

Once you've learned how to do all the special techniques, you're ready for the next step in weapon fighting! Forget everything you think you know about fighting games. Forget about trading hits, basic blocking, throws, etc. In WEAPONLORD, you'll learn real weapon-to-weapon swordplay!

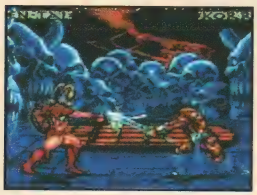
KNOW YOUR MOVES

Some of the special techniques available to each character are listed in this manual. However, *what* these moves do and *when* is the most strategic time to use them isn't explained. You must learn this for yourself! To help, here is a list of all the categories of different moves – to give you an idea of their uses:

Frenzy **Guard Drop** **Down Strike** **Thrust Block**
Takedown **Throw** **Power Deflect**
Power Strike (several variations)

GOING WEAPON-TO-WEAPON

In WEAPONLORD you are encouraged to go weapon-to-weapon with your opponent (i.e. knock your blade into their blade). Learning which of your swings and moves will overpower or counter your enemy's swings is the most important thing you'll learn on the path to becoming a WEAPONLORD.



TIP: When two weapons collide, both characters recoil. Depending on what types and strengths of moves were used, one character will recoil for a longer period of time. The player whose recoil is shorter will be able to do their next move first and thus, has an advantage.

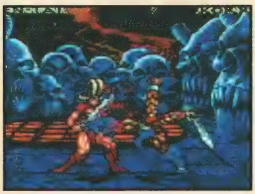
ADVANCED TRAINING

TIP: If your swing is stronger than your opponent's swing, your recoil will be shorter. You'll be able to do your next move first. While this doesn't *always* mean you'll get a free hit, you can do an offensive move which could lead to a combo!

There are a variety of move archetypes (as described above). The most important thing is to learn what happens when all possible combinations of swings hit each other and use that knowledge to your advantage!

TIP: Certain types of moves are more effective than others when going weapon-to-weapon. The best ones can knock aside an enemy's weapon completely!

TIP: Certain moves are best used aggressively when the enemy is blocking – they might knock away their guard!



TIP: Certain moves are designed to be used as "flesh attacks." They're good when you hit someone's body, but it's not advised that you use them against a weapon.

COMBO TRAINING

Once you know the techniques, you'll learn to make them all flow together for devastating attack sequences, called "combos." A combo is any series of hits which is completely unstoppable/unblockable after the first hit connects. To be the WEAPONLORD, you must learn devastating combos!!

TWO-IN-ONES

A two-in-one forms the basis of most combos in WEAPONLORD. In a two-in-one, you start one move and then *immediately* begin another move. Just as the first move connects, your character will skip directly into the next move for two hits in sequence.

HOLD-DOWN TWO-IN-ONES

In a Hold-Down two-in-one, you do a normal swing, then go into a Hold-Down special technique. For example, here is how you would do a two-in-one involving Korr's Double Flame Strike:

1) First, press and release the F-Strike attack button.

2) Immediately hold down the B-Thrust or B-Strike and do the motion for the Double Flame Strike.

INSTANT MOTION TWO-IN-ONES

Any two-in-one involving an Instant Motion special technique is slightly different from a Hold-Down Two-In-One. The difference is you must instantly do the special move, and then hit the button just as your first swing connects.

COMBO TRAINING

CHAIN HIT COMBOS

A chain hit combo does not require the use of a two-in-one. Instead, you do a series of normal moves which are so fast in sequence that they cannot be blocked after the first hit. Here's an example with Talazia:

1) Jump in and do a "deep" F-Strike just before you land.

2) Do a quick standing F-Strike.

3) Finish with a standing B-Thrust.

SECRETS

Once you've learned your techniques inside and out *and* you learn more advanced skills such as combos, you will find that there are more rewards buried in the game that are not discussed in this manual! Keep practicing and learn how to use *all* of your special techniques in combos. (It's possible!) Also learn new and unique ways to start combos. You may find yourself doing the mysterious Death Blows and Death Combos if you're creative enough!

STRATEGY HINTS

- Don't get frustrated. In order to learn why you're losing, you must study the game very carefully. Weapon-to-weapon interaction is key!
- Pay attention to the characters' reactions – it will teach you what's happening.
- If you have a hard time blocking, learn what happened and try new ways to counter it.
- Look for ways to really jack up your enemy. Special Techniques may have multiple or hidden uses!
- It's possible to damage the enemy's weapon or cut off parts of their garments!
- Every character has *multiple* Death Blows and Death Combos – keep experimenting!

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ENGLAND

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